Dungeon Maker
Hunting Ground
EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB
XSEED
GAMES
JKS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

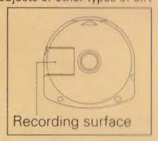
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

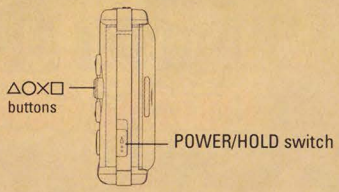
ULUS 10282

Dungeon Maker
Hunting Ground

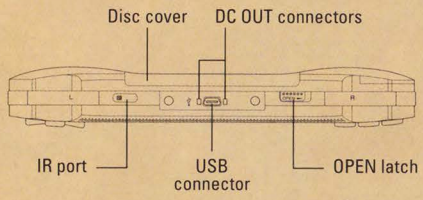
CONTENTS

Getting Started	2
Starting Up	3
In Town	6
Command Menu	8
The Dungeon	10
Returning to Town	13
Network Play	14
Credits	16
Limited Warranty	17

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **DUNGEON MAKER: HUNTING GROUND** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

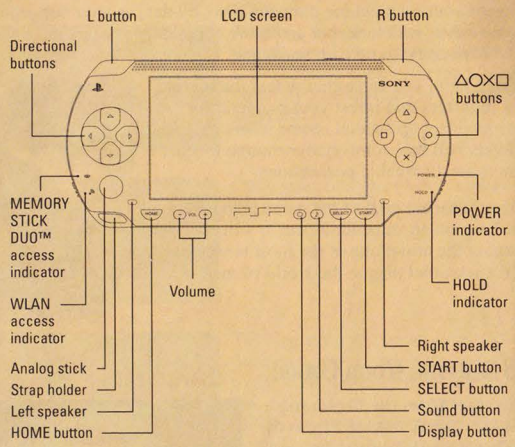
NOTICE: DO NOT EJECT A UMD™ WHILE IT IS PLAYING.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration



Town/Menu Controls

Analog stick or directional buttons	Move cursor / Move character
⊗ button	Confirm selection / Advance dialog
◎ button	Cancel selection / Go back
▣ button	Access the Command Menu
SELECT button	Read the Rule Book
START button	Pause game / Resume game

Dungeon Controls

Analog stick or directional buttons	Move cursor / Move character
◎ button	Normal weapon attack / Cancel
△ button	Special weapon attack / Open doors / Climb stairs / Use elevator
▣ button	Access the Command Menu
⊗ button	Fire arrow (if bow is equipped)
R button	Use shortcuts (see page 11)
L button	Guard (if shield is equipped)
SELECT button	Read the Rule Book
START button	Pause game / Resume game

Game Overview

General Information

Dungeon Maker: Hunting Ground is an action RPG where you create your own unique dungeon. Day by day, as your dungeon grows ever wider, deeper and more complex, monsters throughout the land come to take up residence.

From here, you can either defeat the myriad of monsters that infest your dungeon for items or set up special rooms where the fiends will feel comfortable enough to store their most valuable possessions.

Your ultimate goal of the game is to create a dungeon so stupendous that it will attract the attentions of the most terrifying creatures that plague the world of men.

Starting Your Game

To start from the beginning
Select "NEW GAME" from the title screen. When you begin a new game, you will be asked to name your character. You will be given 999 gold pieces and be introduced to the town's Wise Old Man, who may provide some useful advice.

To continue a previous game
Select "CONTINUE" from the title screen.

NOTE: In order for the "CONTINUE" option to become available, make sure that either a "Memory Stick Duo" or a "Memory Stick PRO Duo" is inserted into your PSP®.

Saving Your Game

You can save your data while in Town (see page 6) or while in your Dungeon (see page 10) by going to SYSTEM → SAVE in the Command Menu. You can also save at the end of the day when your character goes to sleep.

Before saving, make sure you have a Memory Stick Duo or a Memory Stick PRO Duo with at least 224KB of free space inserted into your PSP®.

Game Progression

Each day in **Dungeon Maker: Hunting Ground** starts with your character waking up in town.

Morning is a good time to talk with the townsfolk, go shopping at the stores around town or prepare for your day's adventures in your mighty labyrinth.

Once you complete your preparations, venture forth into your dungeon.

The first time you enter your dungeon, you'll only have access to the main entrance hall. Using the various corridors, intersections and rooms from your inventory of building materials, start creating your dungeon. From the next day on, you'll encounter an assortment of monsters that have inhabited your maze while you slept. Continue to upgrade and enlarge your dungeon while killing all that stand in your way.

Return to town, have dinner and go to bed. When you go to sleep, the day will end, and new monsters will find their way into your dungeon.

On to the next day.

The town is where you'll be able to converse with your fellow citizens, buy supplies and prepare for trips into your dungeon. As the game progresses, you'll receive quests, valuable items and helpful hints from the people in town.

To move your character around town, use either the analog stick or directional buttons to move the cursor to the desired location and then press the ⊗ button to travel there.

1) Building Shop – Here's where you can buy all the materials you'll need to build and upgrade your dungeon. From basic rooms and corridors to interior upgrades and room kits, this is the place to go.

2) Armory – Here's the place to buy weapons and armor. You can also buy back any roots you might have inadvertently sold.

3) Magic Shop – This is the store to buy magic spells, items and magic-related potions.

4) Town Market – The center of life in town. This is where you'll be able to talk to people, buy ingredients for meals and sell off any excess items in your inventory.

- Wise Old Man: The old man who loiters in the marketplace. He knows a great deal about dungeon design as well as all the latest gossip. You should definitely speak with him often.

5) Museum – Here is where you can see all of the monsters you've defeated as well as the items/weapons/armor you've obtained.

6) Your Home – This is where you can store unnecessary items, have dinner to strengthen your character and sleep after a hard day of dungeon construction and monster extermination.

7) Apothecary – The town hospital. Here's the place to buy restorative potions. This is also the place where you'll wake up if you are vanquished while adventuring in your labyrinth.

Visiting the Museum

Within the town's museum, you can see images of the monsters you've defeated and the items you've obtained.

While in a specific gallery of the museum, press the △ button for a description of the highlighted creature/item, and use the left or right directional buttons to change pages. To exit the museum, choose "Exit Museum" from the main menu or press the ○ button to return to town.

Advice

Be sure to talk to the townsfolk on a regular basis to get helpful hints and receive quests and items.

Before going to your dungeon, be sure to stop by the Building Shop to stock up on building materials, room kits and wallpaper! As your dungeon grows, new and more powerful monsters will appear!

Don't just stock up on basic rooms and corridors. Remember to buy plenty of wallpaper and room-improvement kits as well. The quality of weapons, armor and items dropped by monsters will depend on how well you build and furnish your dungeon.

Bring along potions from the Apothecary to replenish your HP and MP. If your HP drops to zero you will fall and wake up at the Apothecary, but you will not be able to return to the dungeon until the next day.

Work on your cooking skills! Collecting ingredients and eating a good meal before sleeping will refill your HP and MP and improve critical stats like Intelligence and Strength.

Press the ● button to bring up the **Command Menu**. The menu will be different depending on if you are in town or in a dungeon:

While you are in town, the amount of gold you have is shown here

While in a dungeon, these icons show the types and quantities of keys you have

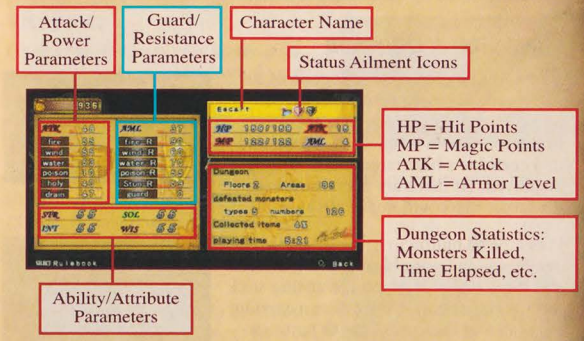
MENU ITEM	FUNCTION IN TOWN	FUNCTION IN DUNGEON
Magic	Check which spells you've learned	Use magic
Item	Check your item inventory (you can't use items while in town)	Use items / Equip weapons, armor and accessories
Architecture	Check your building supplies (you can't use supplies while in town)	Use this command to create, modify and erase rooms and corridors (see page 10)
Fang	Strengthen the roots in your possession / Check inventory of fangs and claws	Strengthen the roots in your possession / Check inventory of fangs and claws
Food	Check inventory of recipe ingredients	Check inventory of recipe ingredients
Status	Check your character's statistics, playtime, dungeon status, etc.	Check your character's statistics, playtime, dungeon status, etc.
Quest	Check the status and objectives of any quest you may be on	Check the status and objectives of any quest you may be on
Option	(Not available in town)	Change the camera or display settings
System	Save current game / Load saved data (see page 4)	Save current game / Load saved data (see page 4)

Rulebook

Often when you have a menu item selected or are in the process of doing something, you can press the SELECT button to read the Rulebook, which provides further information about that item or activity. Refer to the Rulebook often to learn more about the different items and options available to you.

Status Window

Open the Command Menu with the ● button and select "**Status**" to view this window.



Attack (Power) Parameters

ATK (Attack)	Attack Power (Strength)
Fire	Fire-based attack power
Wind	Wind-based attack power
Water	Water-based attack power
Poison	Poison-based attack power
Holy	Light-based attack power
Drain	Indicates ability to absorb HP from enemies

Guard Parameters

AML (Armor Level)	Level of protection equipped armor affords.
Fire Resistance	Resistance to fire-based attacks
Wind Resistance	Resistance to wind-based attacks
Water Resistance	Resistance to water-based attacks
Poison Resistance	Resistance to poison-based attacks
Damage Resistance	Resistance to weapon damage
Guard	Level of protection afforded by an equipped shield

Ability Attributes

STR (Strength)	Influences Attack Power
SOL (Solidity)	Influences Guard Stats
INT (Intelligence)	Influences Magic Power
WIS (Wisdom)	Influences Magic Resistance

When you have prepared yourself, move the cursor to the cave outside town and enter your dungeon. Here you can freely create and expand your dungeon. You can also earn gold, weapons, armor and other items by defeating the monsters that infest your creation.

Creating a Dungeon

You will first enter your dungeon in the entry hall. This will be marked by an "**E**" on your map. When you approach one of the four doors or come to a dead-end in a corridor a blue target mark will be displayed. (If there are enemies present, the target mark will not be displayed.)

Press the △ button to bring up a list of available (and possible) building materials. Press left or right on the analog stick or directional buttons to select a corridor or room and then press the ✕ button to place your selection. You will be limited to the building materials you have on hand, but how you build and upgrade your dungeon is limited only by your imagination and budget.

Editing your Dungeon

Open the Command Menu and select "**Architecture**" to change or delete rooms or corridors you've created.

ARCHITECTURE COMMANDS:

Modify Corridor – Using the wallpapers you've obtained, change the appearance of your dungeon's corridors.

Modify Room – Using the various kinds of room kits you've obtained, change the appearance of any rooms you have built.

- The more improvements you make to the interior of your dungeon, the greater the chances of attracting higher level monsters.

Building Materials – Check the building materials you have in your inventory.

Reset All Corridors – Removes all improvements you've made to your dungeon's corridors and returns them to basic dirt (All wallpapers that were removed return to your inventory).

Erase Blocks – Erase one block on the floor you're creating and returns the material to your inventory.

Erase Full Floor – Erases the entire floor you're on (minus elevator and stair rooms) and returns the materials to your inventory.

Moving Within Your Dungeon

Use the analog stick or directional buttons to move within your dungeon. Press the △ button to open doors or use elevators.

WARPING

Once your dungeon gets larger, you can travel more quickly around your dungeon by placing and using Warp Points. Open the Command Menu and use the Magic command to place a warp point inside your dungeon. You will be able to use Magic spell "Return" to warp to the entry hall (0 MP). Use the Magic spell "Warp" to move to your warp point (5 MP) from anywhere in your dungeon.

Camera Control

While in the dungeon, you can control the placement of the camera. To access the Camera Control menu, hold down the R button while walking around or during battle.

L button + up or down directional buttons: Changes camera height.

L button + left or right directional buttons: Changes camera angle.

L button + ◎ button: Have camera focus on the enemy you are locked on to.

L button + △ button: Return camera to default position.

L button + ✕ button: Position camera behind player.

Shortcuts

Shortcuts allow you to use magic and potions or to lock onto an enemy without having to go into the Command Menu. To access the Shortcut menu, hold down the R button while walking around or during battle.

R button + left or right directional buttons: Change targets while locked on.

R button + ◎ button: Use potions.

R button + △ button: Use Magic.

R button + ✕ button: Lock on/off an enemy.

Battle

When an enemy comes into range, a red target mark will automatically appear on them. If you have Auto-lock on enabled, the target marker will automatically lock on to the enemy closest to the player.

When locked on to an enemy, the player's movement will change and they will stay facing towards the targeted enemy (if the player isn't locked on to an enemy, they will attack in the direction they're facing).

To attack an enemy use the ◉ button for quick normal attacks and press the △ button for stronger special attacks. Enemies have different attacks of their own and can strike you while you're beginning a special attack, so be careful!

Your attacks will change depending on what types of weapons you have equipped. Whether you purchase weapons in the armory or find them in the dungeon, you can equip or change them by opening the Command Menu and selecting the "**Item**" command.

After a battle, you may automatically receive gold. Items that enemies drop in battle can be picked up by walking over them.

Status Effects

Occasionally through enemy attack or magic, your character may be affected by negative or positive status effects. If affected, icons such as those below will appear in the upper right corner of your Status Window (see page 9). Most status effects will wear off after a short while.

Poison

Magic Prohibited

Curse (all stats lowered)

Auto-Regen HP

Magic Barrier

Shield Barrier

All Stats Raised

Extra Life (Rebirth potion used)

When you want to leave your dungeon and return to town, go to the main entrance hall (where the elevator is located) and press the △ button and select "Exit Dungeon".

If you use the "Return" Magic spell, you will automatically be transported to the main entrance hall on the first floor of your dungeon.

Returning Home

When you return to the town after wandering about your dungeon (except when you die in battle and are automatically returned), evening will have come and you can go home, eat a meal to strengthen your character and go to sleep.

Storage – Here's where you can put excess or unnecessary items for later use.

Daily Meal – Using the ingredients you've obtained from battle and the recipes you've learned, make dishes that raise your character's stats such as HP, MP and others.

Sleep – Replenishes HP and MP. Also begins a new day in the game.

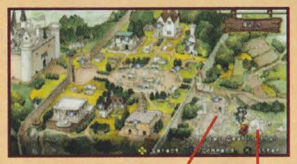
When you select the Sleep option, you'll have the opportunity to save your game or delete saved data (see page 4).

The Dawn of a New Day

Once a new day begins, you are able to once again enter your dungeon. While you were asleep, depending on how many enemies you've killed and how far you've expanded your maze, new and more powerful monsters carrying better and more valuable items may have moved into your dungeon!

Using your PSP® system's Wireless LAN function (Ad Hoc Mode), you can share your creations with a friend.

The dungeons you receive from another player will become accessible by entering the ruins located outside of town (the location will be shown on your map when available).



Regarding Wireless Play

In order to fully enjoy on-line play, be sure to note the following:

NETWORK SETTINGS

Be sure that both players' Ad Hoc Mode channel is set to Automatic (Go to Home → Network Settings → Ad Hoc). Otherwise, make sure that both players are on the same channel (for example: "1 ch.", "6 ch.", etc.).

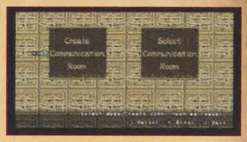
WIRELESS LAN SWITCH

Before starting the game, please have your PSP® system's WLAN switch in the "ON" position. While using the Ad Hoc mode, do not turn the WLAN switch to "OFF". Also, while using the Ad Hoc mode, be sure that both players stay within 30 feet of each other.

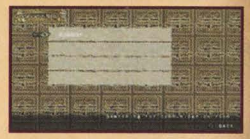
Sequence of Wireless Play

1) Move to the Ruins and select "Data Comm." to proceed to the communication room.

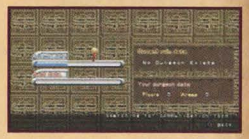
Whichever player serves as host should select the "Create Communication Room" option from the menu.



2) The other player should choose the "Select a Communication Room" option. A list of available rooms will be displayed. Select the person you want to trade dungeons with and then press Enter.



3) Both players will then select "Send Dungeon Data" to begin the data exchange.



Be Forewarned!

The number of floors that are accessible in a downloaded dungeon will be restricted by the amount of progress you've made in your own!

For example, if your dungeon only goes down three floors, but the other player's dungeon goes down five floors, you will only be able to go down as far as the third floor. Of course as you go deeper in your dungeon, the lower floors of the downloaded dungeon will become accessible.

Credits

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Suggestive Themes

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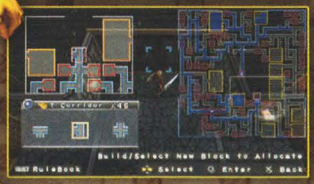
Build. Battle. Destroy.

Create your own elaborate custom dungeons, designed to draw dangerous monsters away from the nearby town.



The more you build, the more complex your available materials and upgrades become.

Battle the fiends attracted to your dungeon using powerful weapons and magic obtained in town.

Expand and explore your creation to seek out the rarest, most formidable (and profitable) creatures of all!

Trade your most devious dungeon layouts with friends via wireless connection.

UMD

1 Player | Memory Stick Duo™ 224 KB

Wi-Fi Compatible (Ad Hoc)(1–2 Players)

XSEED JKS, Inc. – 21515 Hawthorne Blvd., Suite 1020, Torrance, CA 90503

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XSEED GAMES JKS

www.xseedgames.com

EVERYONE 10+

E 10+

Fantasy Violence
Mild Suggestive Themes

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WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

PS2

Dungeon Maker: Hunting Ground

ULUS 10282

UMD

PSP

Dungeon Maker
Hunting Ground

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

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